



Team Lead Engine

Montreal - Full-time - 744000043764515

Apply Now:

<https://jobs.smartrecruiters.com/Ubisoft2/744000043764515-team-lead-engine?oga=true>

You will support programmers who develop the technologies needed to create the games that Ubisoft fans expect. Your technological know-how, leadership skills, and ability to make informed decisions will help you coordinate the work and multiply the results of everyone's efforts to achieve ambitions.

You will help your team grow and deliver quality, consistent systems that will contribute to providing the rich gaming experience our players are looking for.

You will support each member in their professional development by ensuring they are in a position that stimulates them and allows them to shine, and by acting as a spokesperson in meetings with other teams and management.

- **Distribute** tasks and **follow-up** on the progress of the various projects during team meetings.
 - Provide your team with the **tools** they need to work independently and contribute to the long-term **technological vision** of the projects.
 - Meet individually with each member of your team to discuss **performance, well-being, and career advancement**.
 - Oversee a **multidisciplinary team** touching multiple subject such as, animation, physic, streaming, memory, pipeline and general engine work.
 - Communicate regularly with leads in other disciplines to **plan ahead, assess risks, and deliver on time**.
 - Keep your project lead informed of the progress of your assignments and meet with other leads, both on your project and others, to discuss ways to **improve processes** and **share technologies**.
 - Communicate with different production using Snowdrop to align project goals and be knowledgeable of future developments that we good benefit from
-
- A degree in computer science, computer engineering, or a related field.
 - A minimum of three years of experience managing a team of programmers.
 - Extensive experience in programming and/or participation in the full production of at least one game or the equivalent as a lead programmer in video game development.
 - Proficiency in C++ and other programming languages commonly used for game development.
 - The ability to understand video game production and to put yourself in the shoes of other professionals involved in production.

At Ubisoft, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.